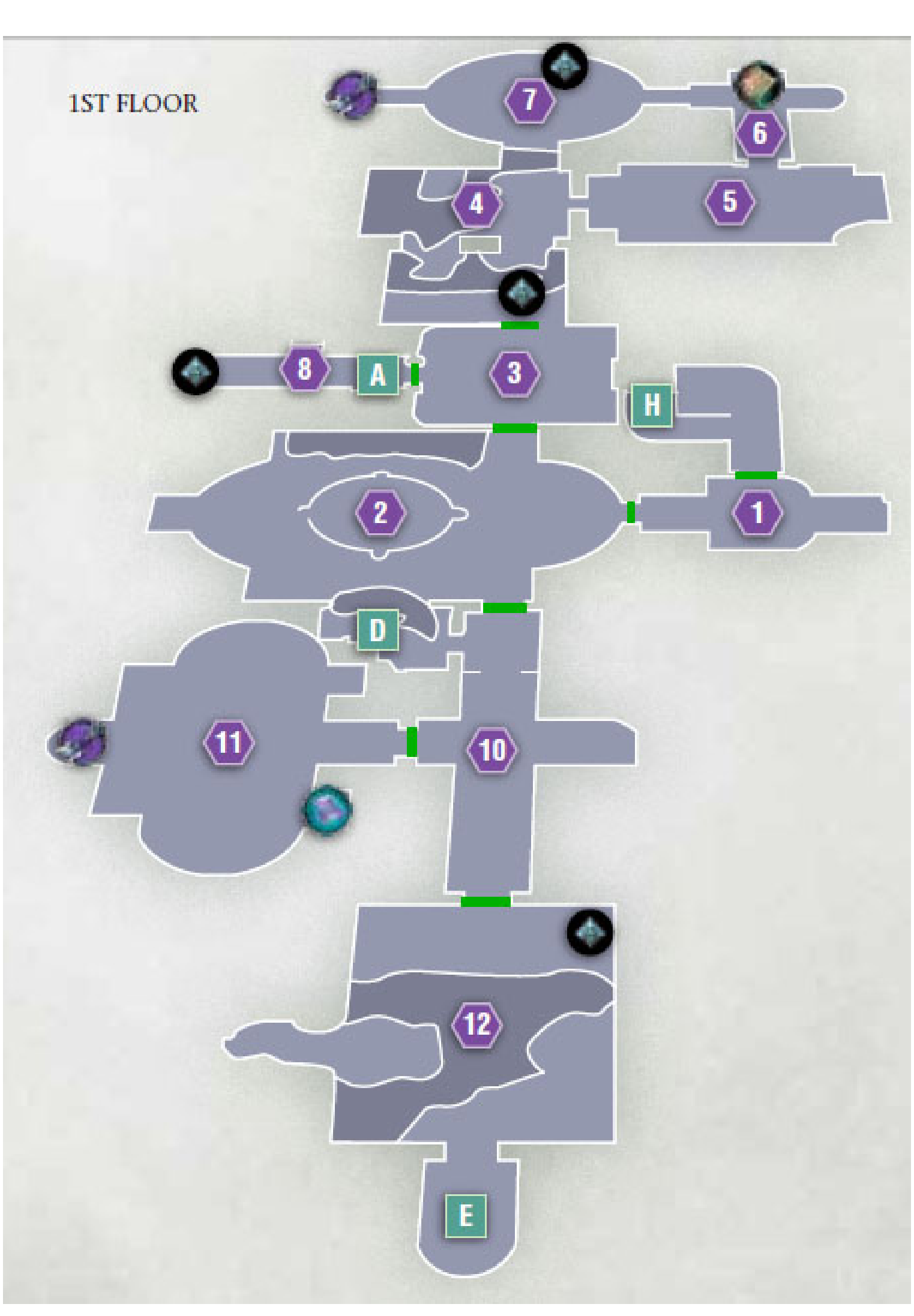
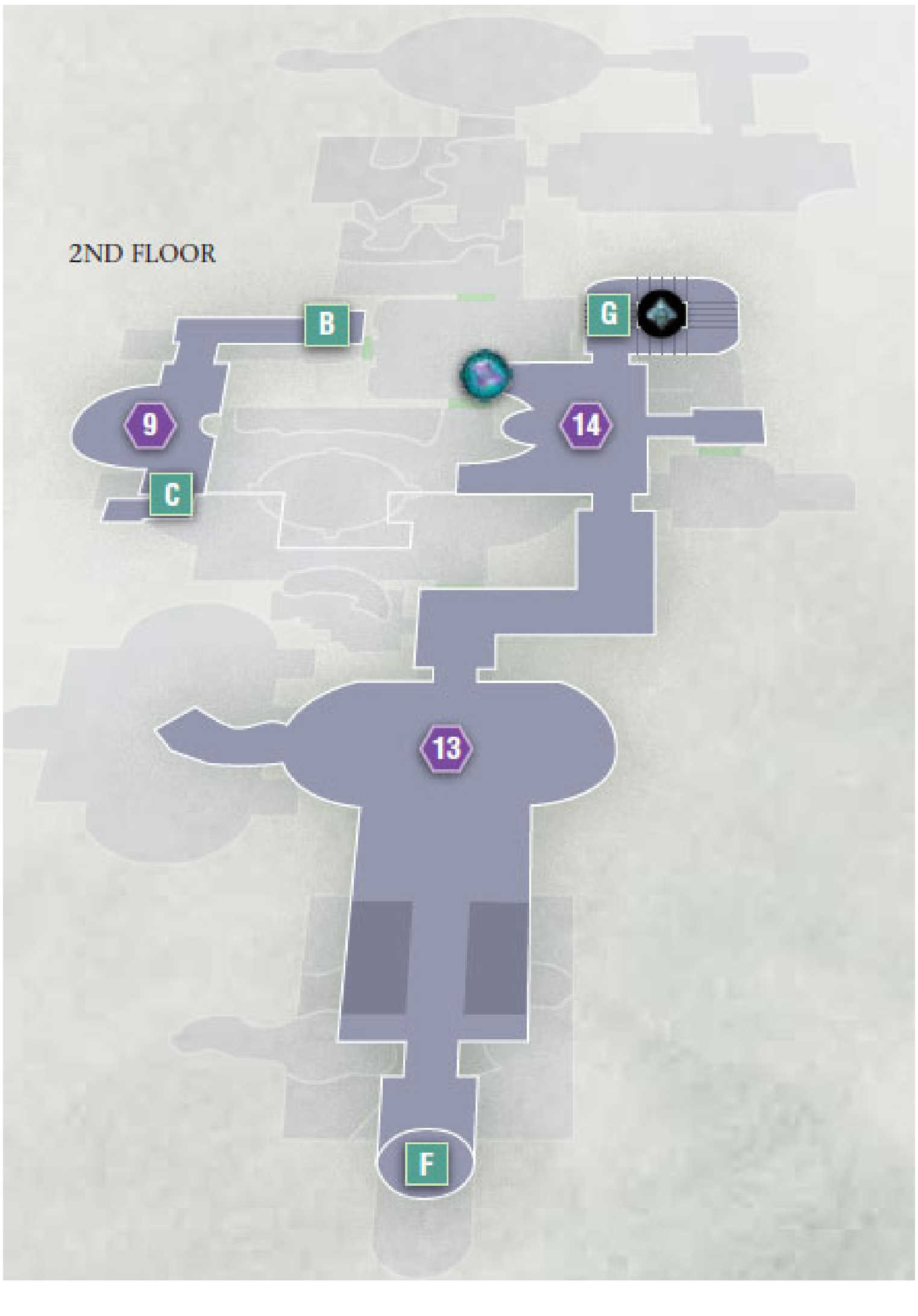
The Cauldron

The Cauldron: Areas 1-7

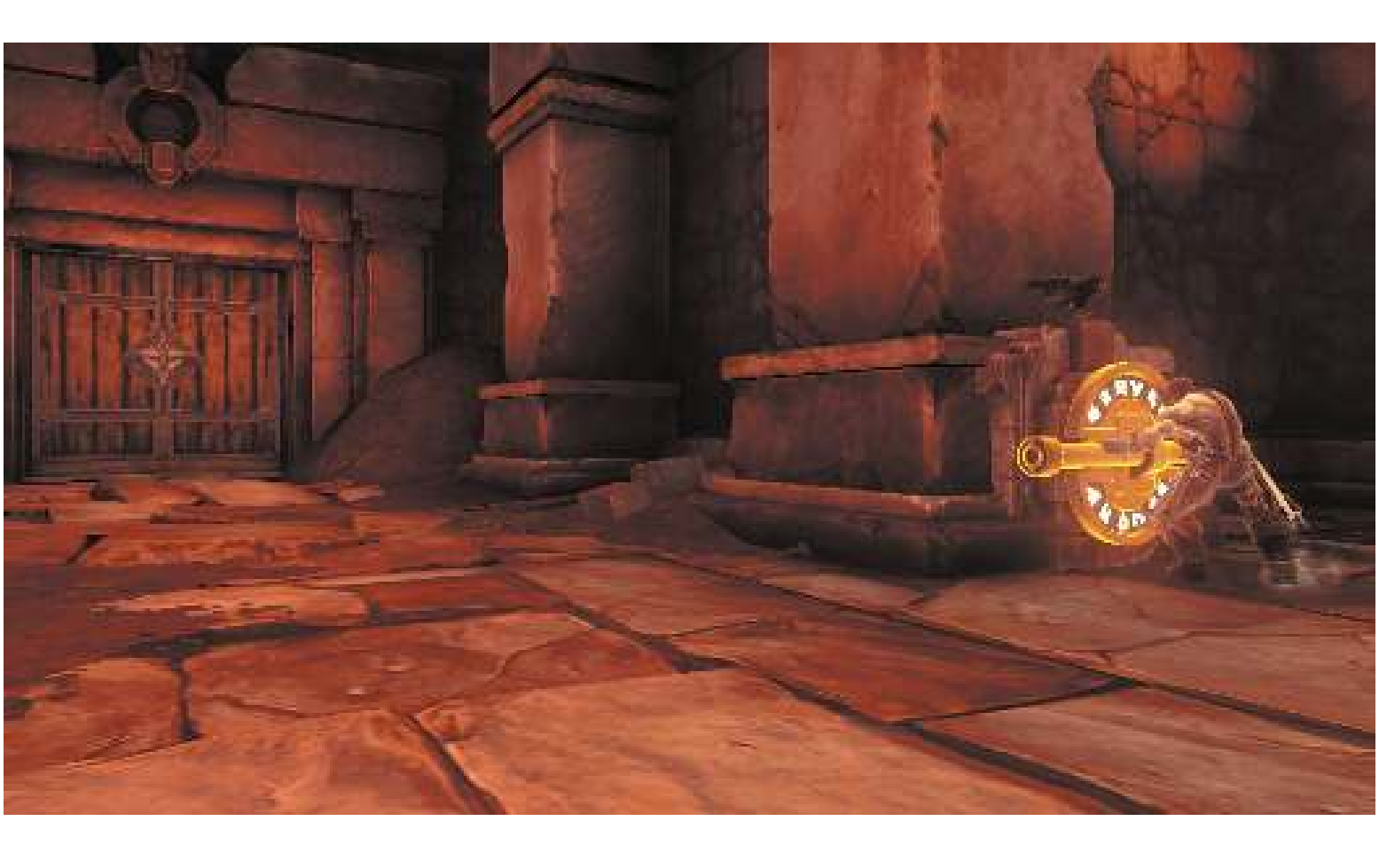
The oppressive heat of the Cauldron washes over Death as he enters this foreboding place. Corruption has taken hold in this once-sacred temple, and it must be confronted to restore the Fire of the Mountain.

The Cauldron Maps





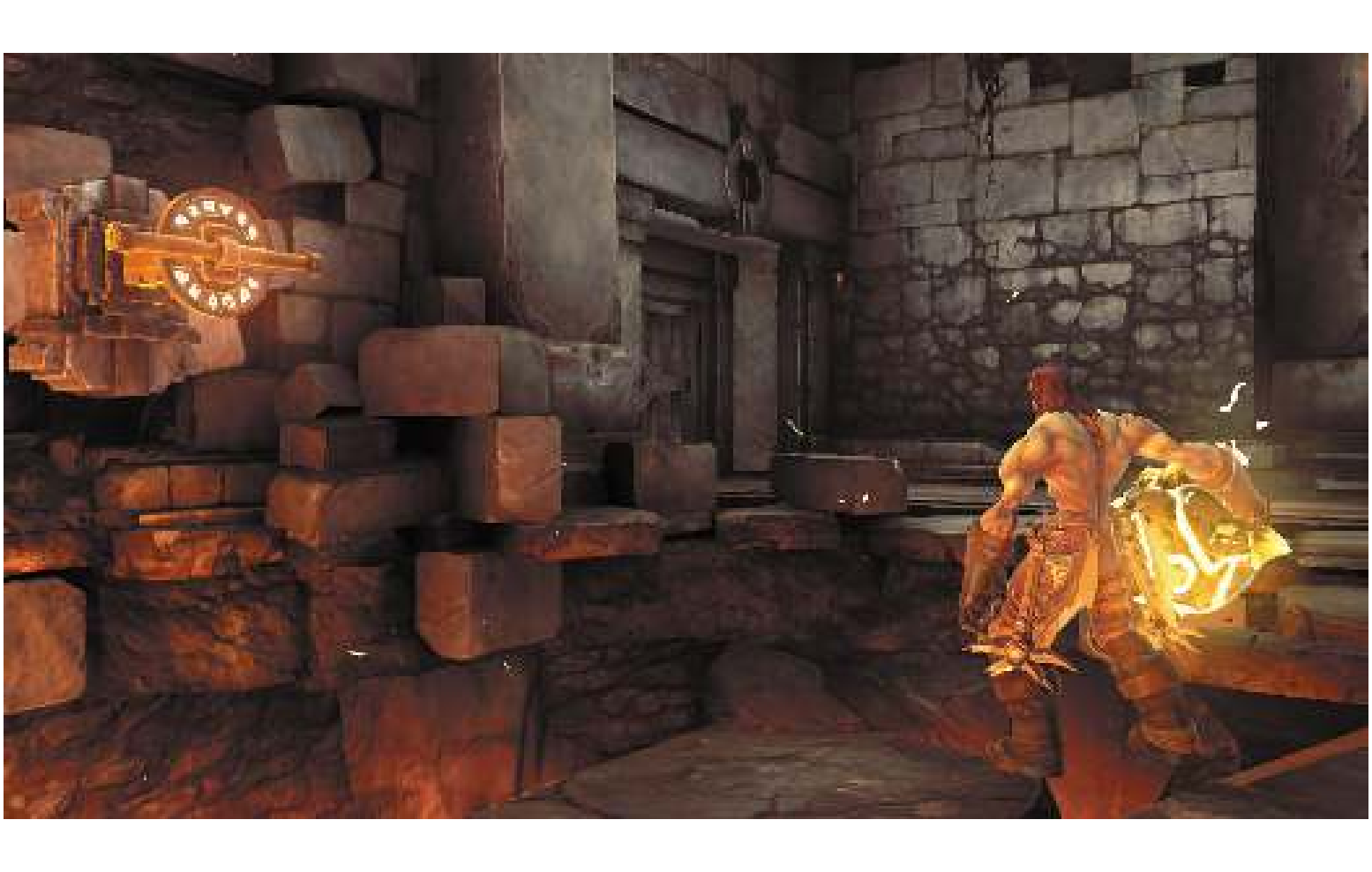
Area 1: Cauldron Entry



Destroy the debris in the Cauldron's first room to discover minor items, and then push the handle on the wall to unbar the west door.

Area 2: Cauldron Chamber

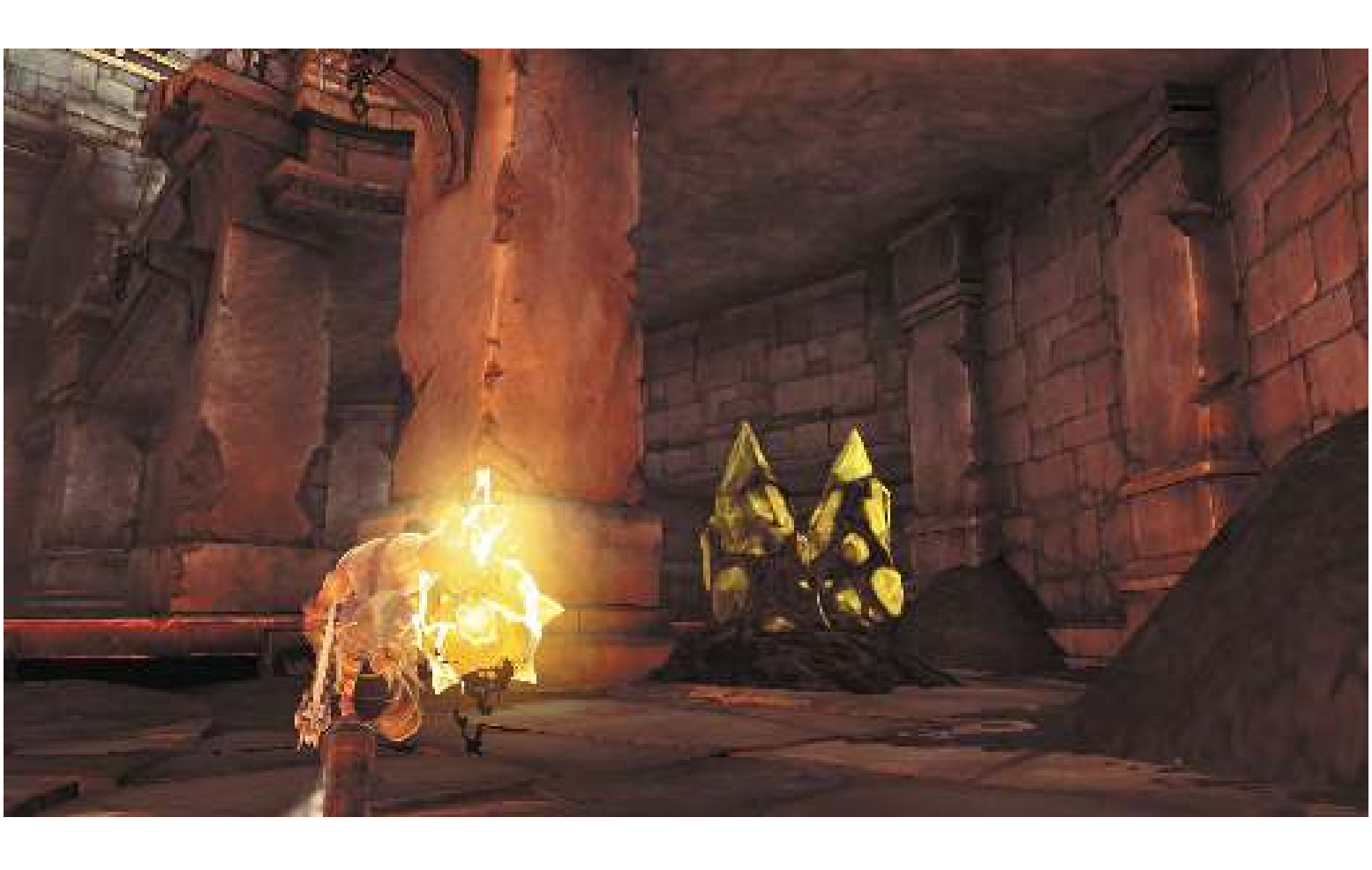
This wide chamber houses the Cauldron, but the massive device has been sealed so the Fire of the Mountain does not flow from the temple as it should. Slay the Construct Warriors to the west, and then open the chest they were guarding. Afterward, head north to discover a curious object called a Shadowbomb pod.



Press the Action button to collect a Shadowbomb from the pod, and then press the Aim button to take aim at the switch on the north wall. Press the Special Item trigger to hurl the Shadowbomb at the switch. The bomb sticks to the switch, then quickly explodes. This activates the switch and unbars the north door.

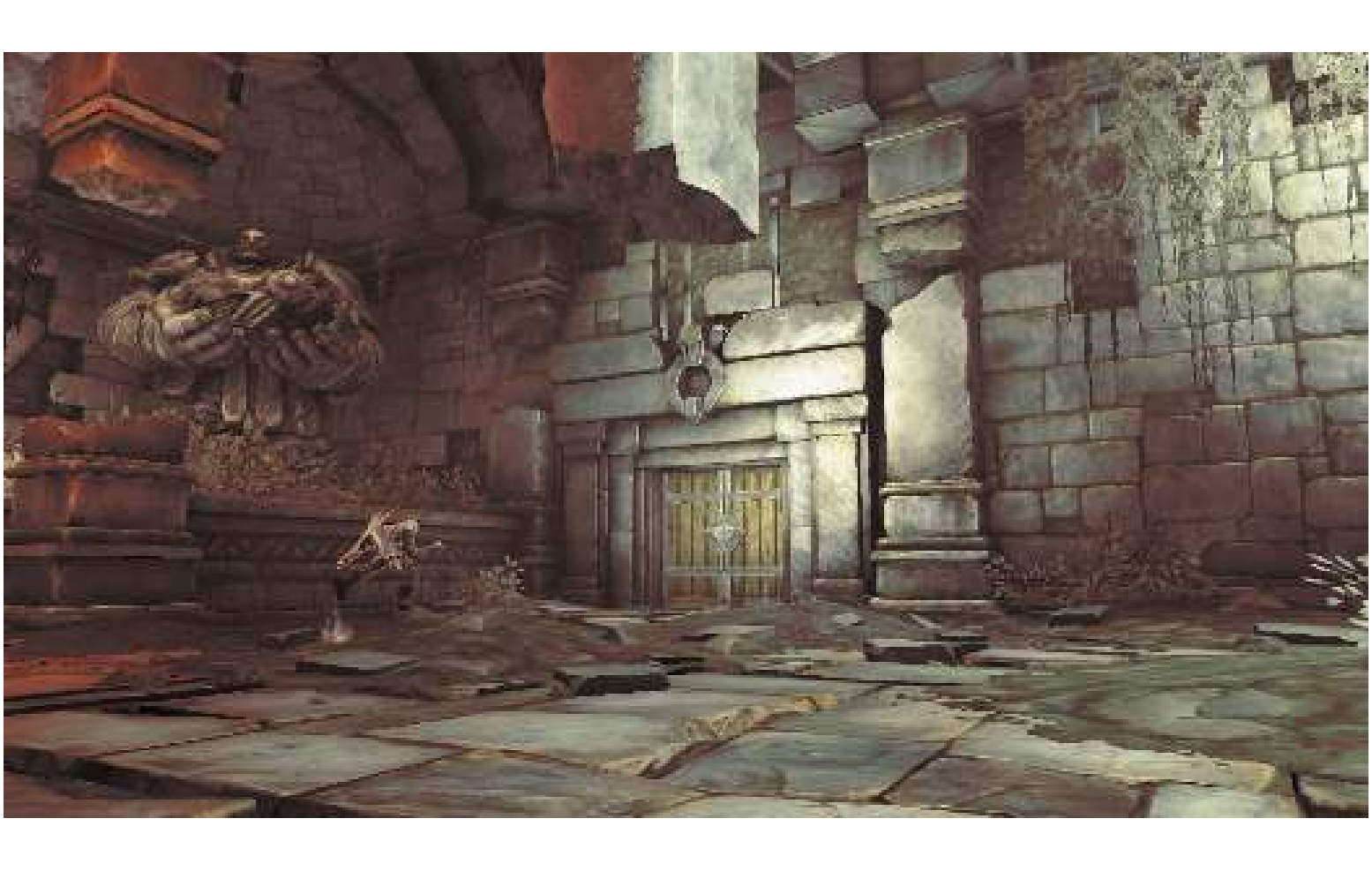
Tip

Now that you've discovered the Cauldron, you can pause the game and use the map screen to quickly travel back to Tri-Stone via the fast travel mechanic. Stock up on Muria's potions, then fast travel back to the Cauldron and continue your quest. Keep this feature in mind: you can fast travel back to Tri-Stone for potions at any point while exploring the temple, and then quickly return.



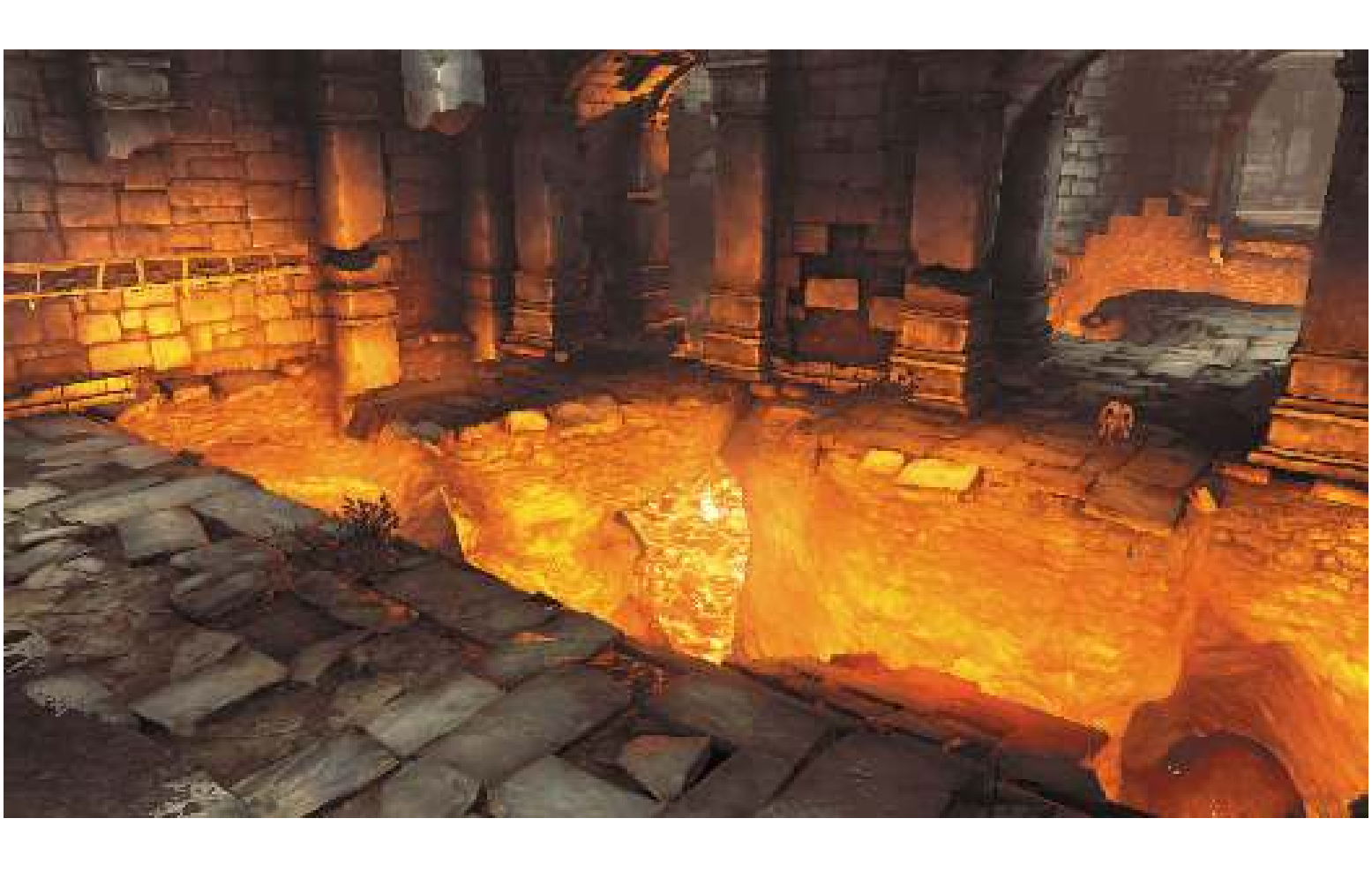
Before advancing through the north door, collect another Shadowbomb and run west, circling around the Cauldron itself to locate some yellow Corruption crystals. Stand back and toss the bomb at the crystals—it obliterates them when it explodes, exposing a hidden chest! Proceed through the north door after claiming your valuables.

Area 3: Statue Room



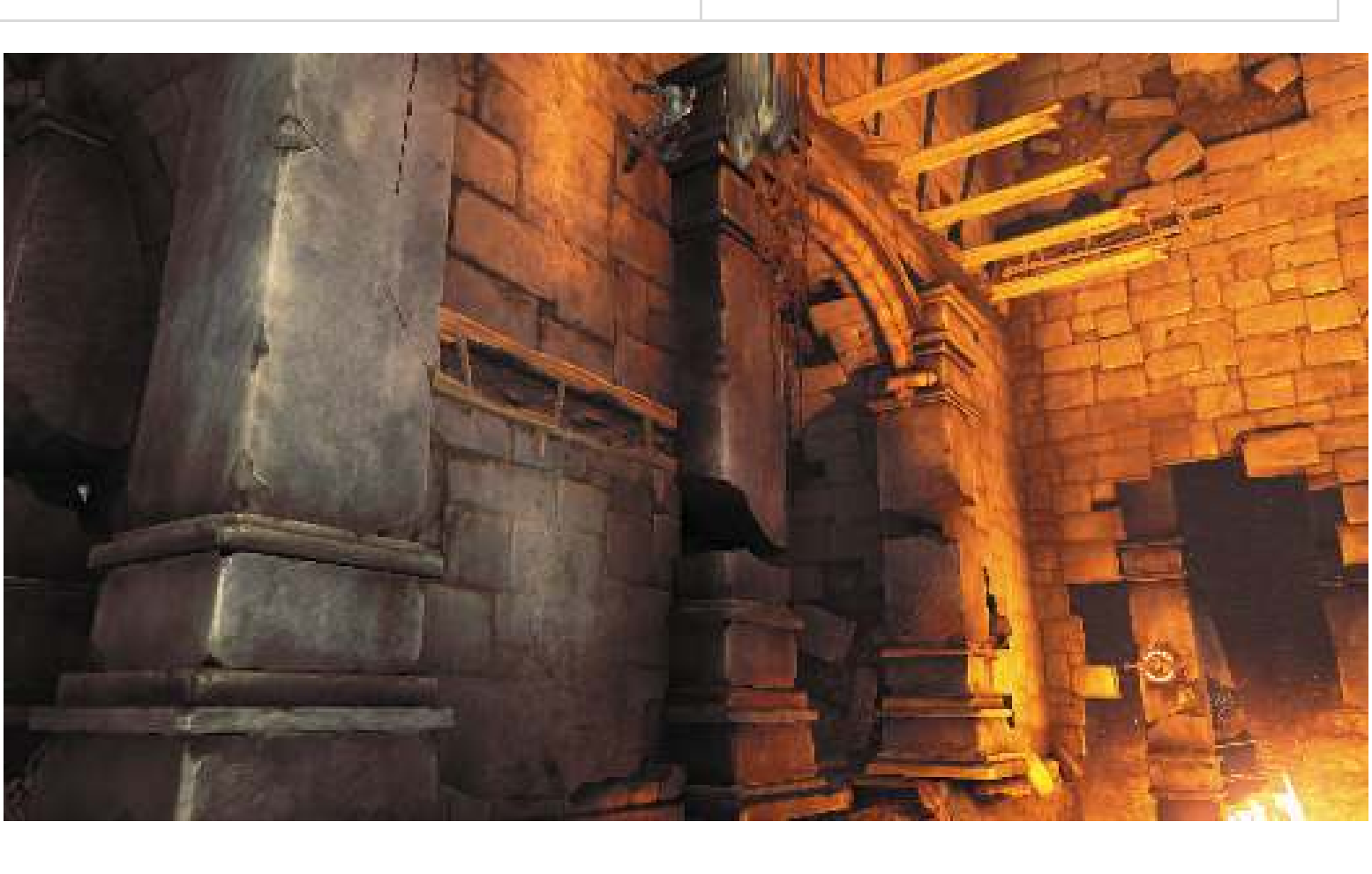
A giant statue of a proud Maker dominates the east side of this room, and a locked door lies to the west. Cut down more Construct Warriors here. The north door unbars after all enemies have been slain, allowing you to advance.

Area 4: Broken Floor Chamber

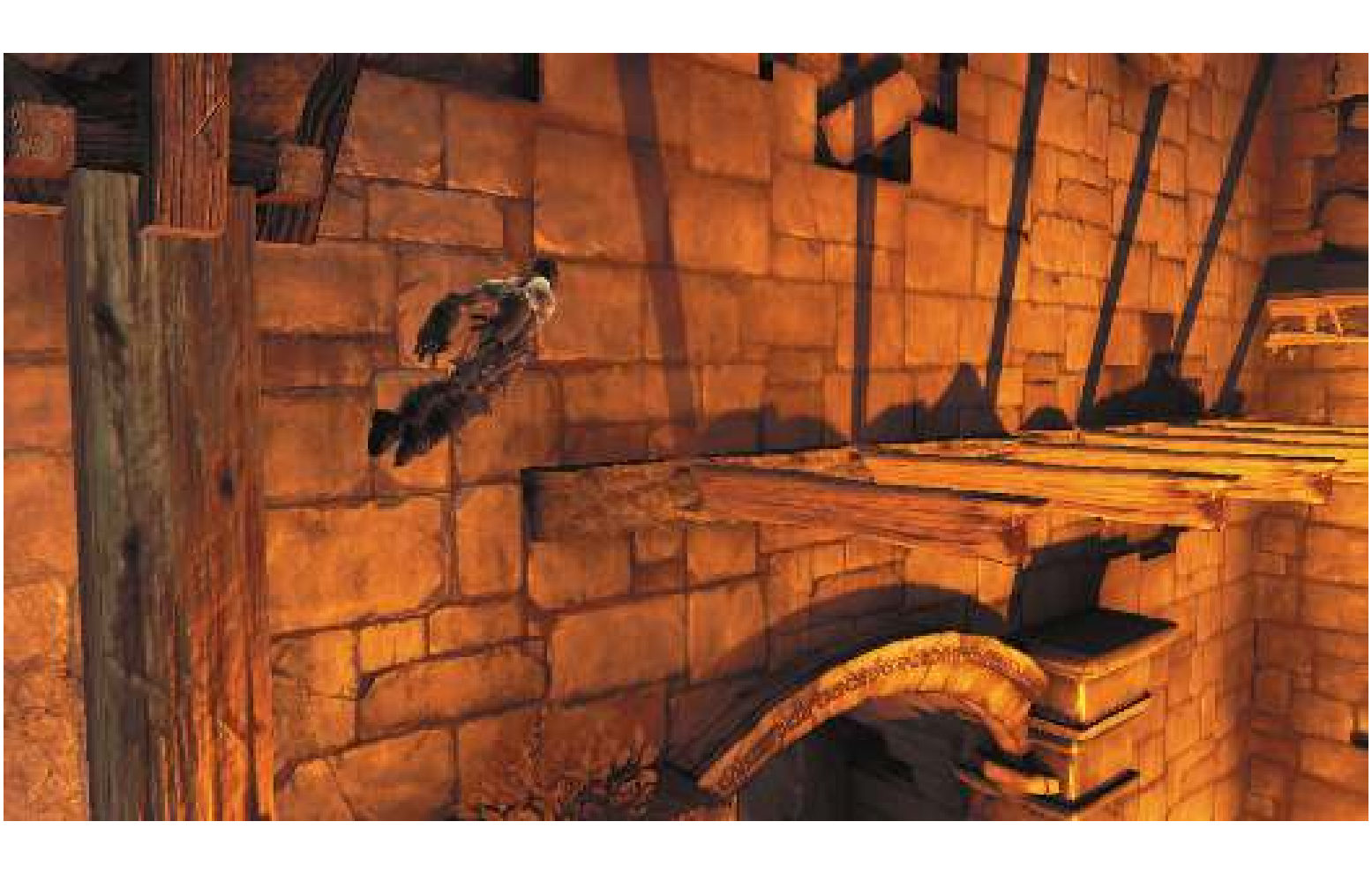


Beware of accidentally falling into boiling lava in this hazardous room. Run up the west wall and grab the long hand hold, then shimmy across and perform a 180 leap to reach solid ground. Jump over the next small gap in the floor, and then turn right and leap across to the sloping floor to collect a Boatman Coin. Work your way around the room again, this time moving to explore the chamber's north half.

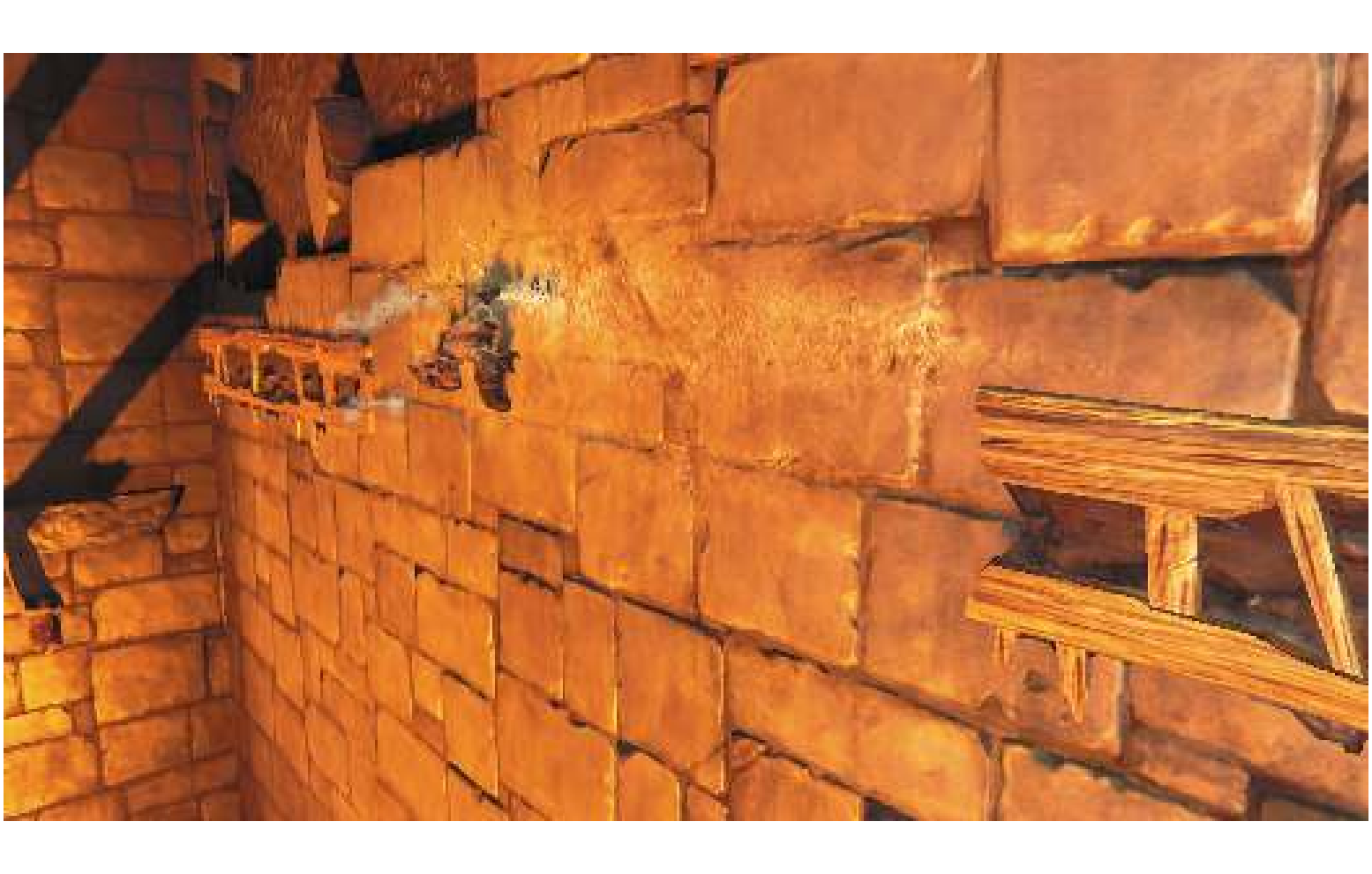
	Boatman Coin



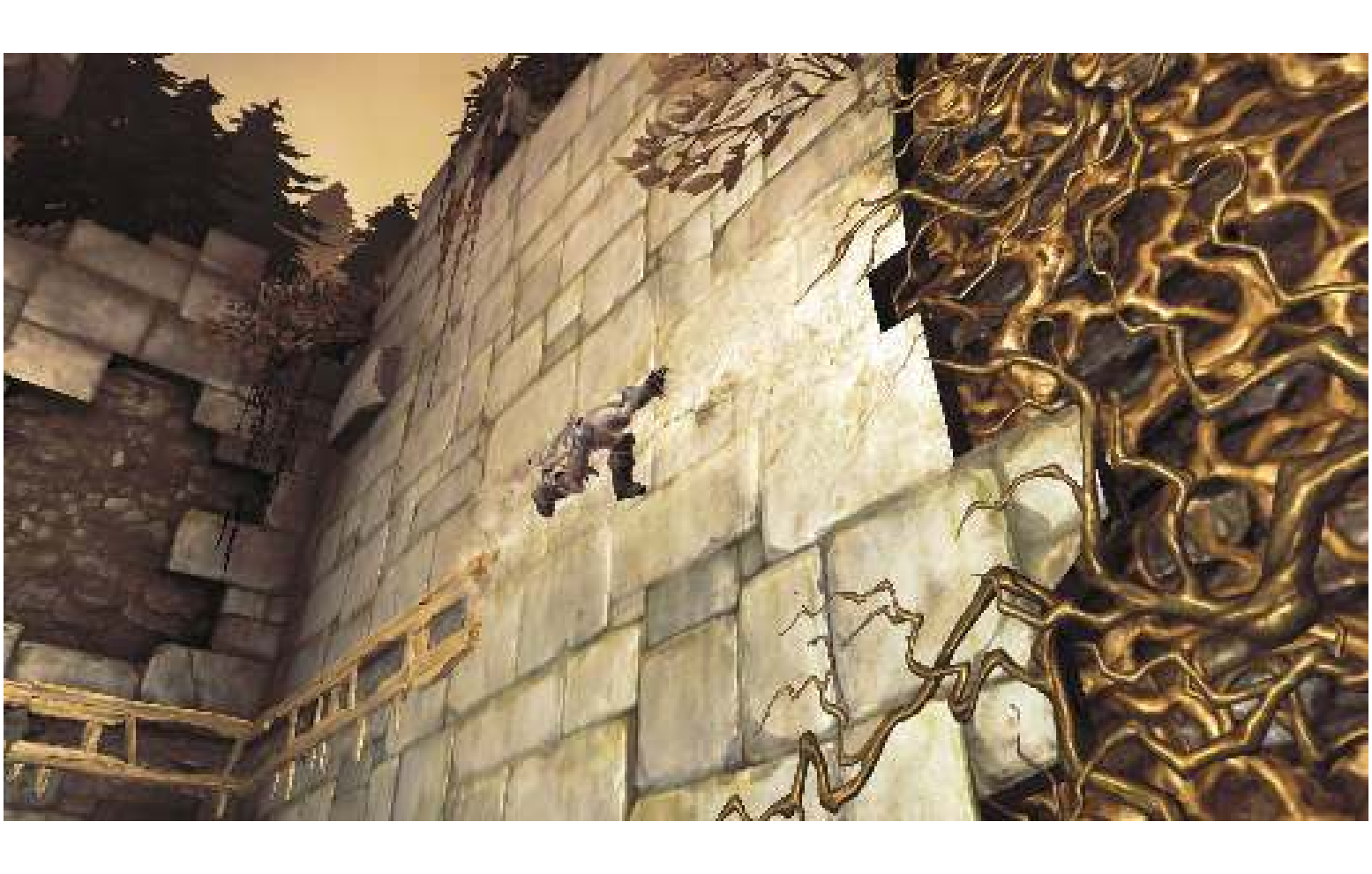
Run up the small south wall and grab a hand hold. Run up the wall again and jump to grab the hanging post behind you.



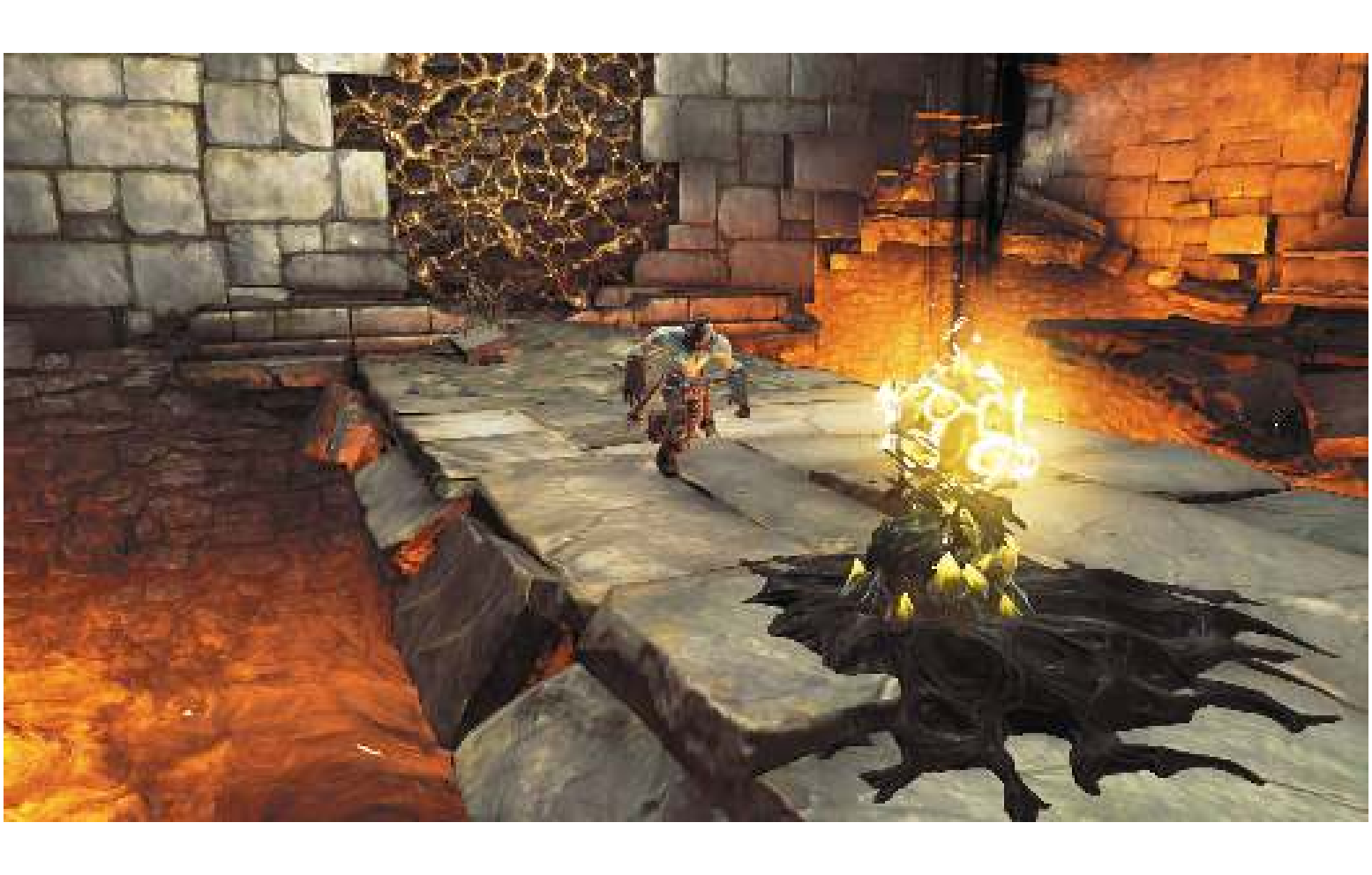
Circle around the post and perform a 180 leap to reach a series of beams.



Leap across the beams to reach a wall with a hand hold, and then wall-run to reach another hand hold.



Shimmy around the second hand hold and wall-run to reach some growth. Climb down and press the Action button to drop to solid ground.



The growth leads down to a Shadowbomb pod. Collect a bomb and toss it at the distant switch to activate it and unbar the east door.

Area 5: Statue Room 2

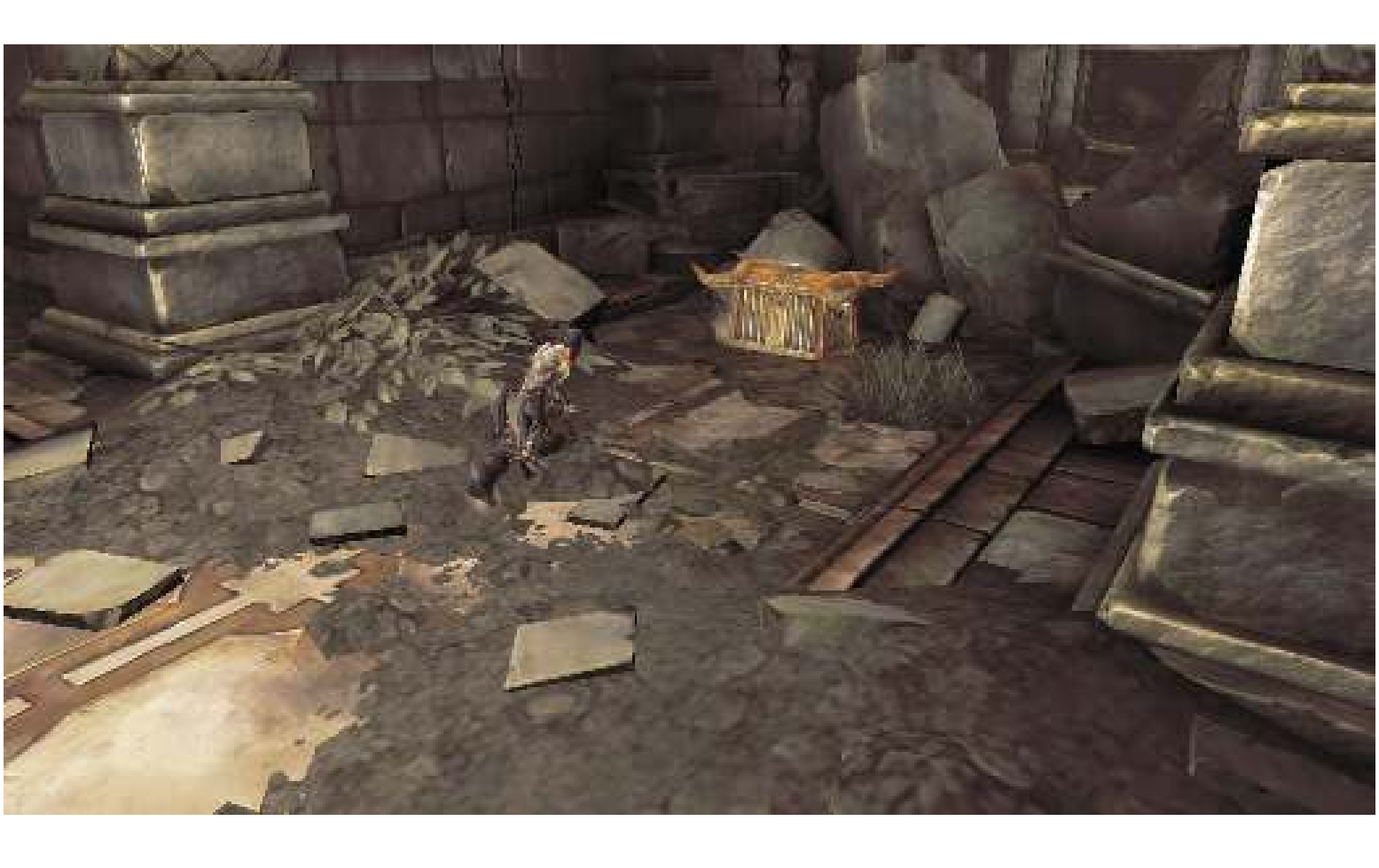
Beware: Construct Warriors ambush you in this wide chamber, along with new enemies called Construct Adjuncts. Take advantage of the ample space and Evade often to avoid damage. Proceed through the north door after the battle.

Enemy: Construct Adjunct

Class: Soldier

Rather than attacking Death directly, Construct Adjuncts prefer to keep their distance and hurl boulders at the Horseman from afar. Adjuncts can be quite troublesome if allowed to toss fodder at Death during battle, for their attacks are quite accurate and difficult to anticipate when you're distracted by melee foes. It's wise to seek out Adjuncts and slaughter them first whenever they're encountered in mixed groups.

Area 6: Crumbling Corridor



Cut straight across this ruined corridor to discover an ornate chest that contains the Dungeon Map. Now you can see the whole of the Cauldron by consulting your map. Rooms you've yet to explore appear as a darker shade of gray.

	Dungeon Map

Area 7: Stalker Arena

The crumbling corridor leads to a wide, circular room. Death witnesses a curious sight here: a monstrous beast known as a Stalker is being attacked by a relentless torrent of Construct Warriors. Pause and watch the battle, for the Constructs are doing you a favor in weakening the Stalker.

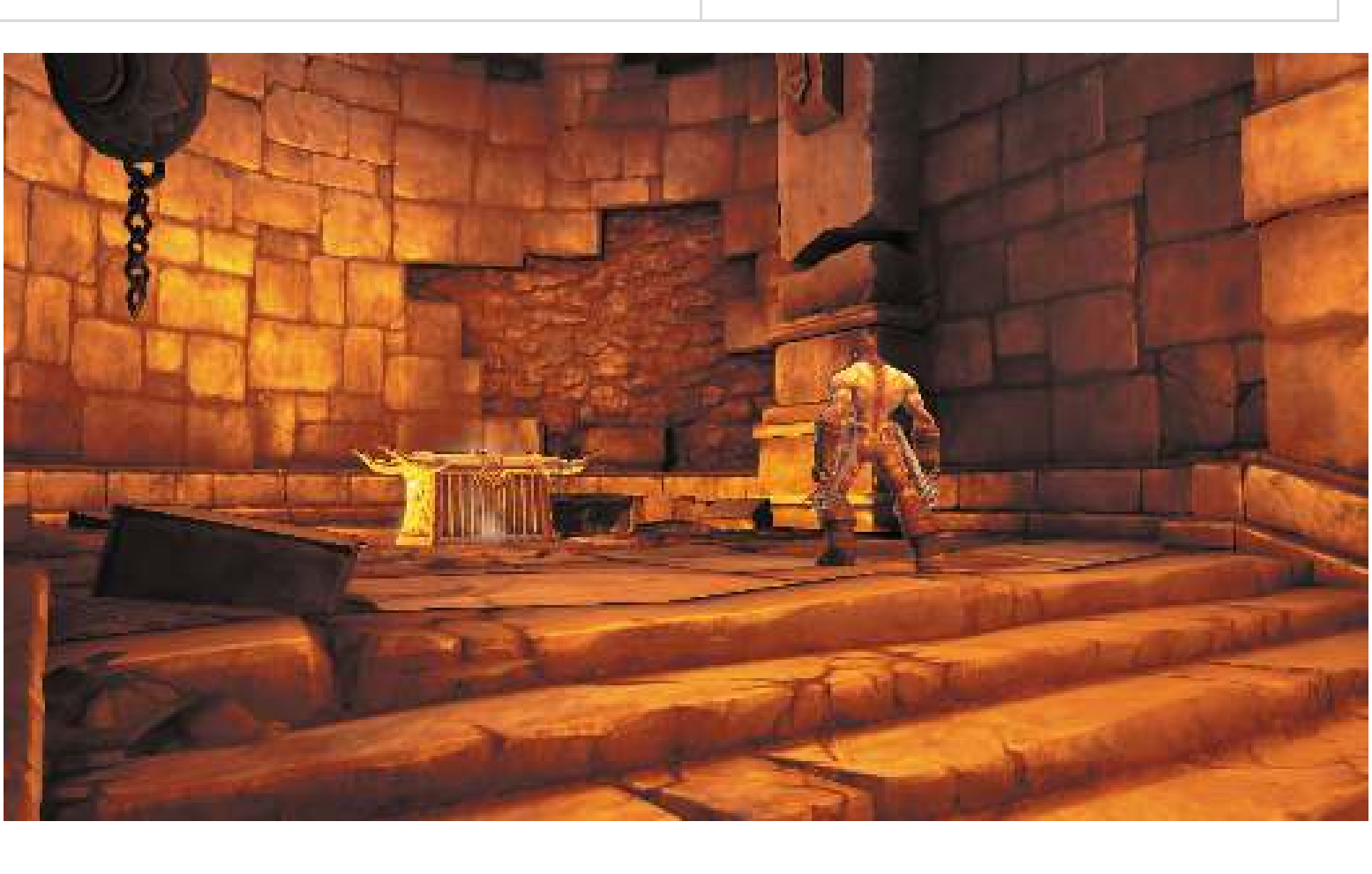
Tip

Enter Aiming mode to monitor the Stalker's health from afar.

When the Stalker is near death, storm forward and join the fray. Cut down the remaining Constructs, then land the killing blow against the Stalker to advance Muria's side quest.

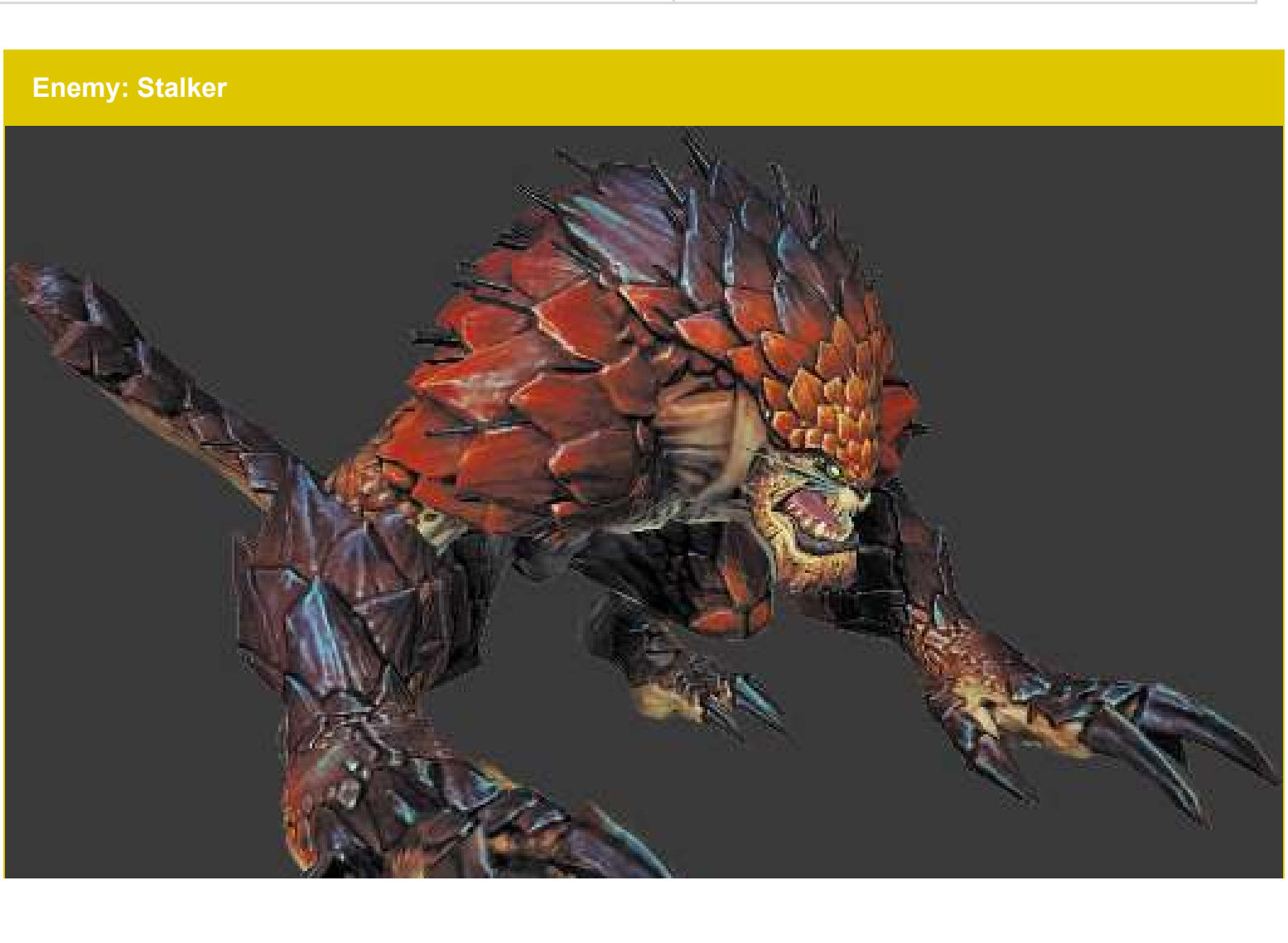
Destroy the arena's outlying clutter to potentially score healing potions, along with a Boatman Coin.

	Boatman Coin



Open the ornate chest in the room's west alcove to obtain a special item called a Skeleton Key.

	Skeleton Key

Enemy: Stalker